

METHOD AND APPARATUS FOR SELF SHADOWING AND SELF INTERREFLECTION LIGHT CAPTURE

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ABSTRACT OF THE DISCLOSURE

A method for rendering an image with high resolution lighting characteristics is provided. The method initiates with generating a texture map associated with the
10 image. The texture map is defined by texels. Then, a value representing a lighting characteristic for each of the texels is calculated. Next, the value is stored. Then, a coordinate space of the texture map is associated with a display screen coordinate space. Next, the image is rendered on a display screen using the stored value. A method for incorporating the lighting characteristics of an image into a texture map is also
15 provided. A computing device and integrated circuit both configured to present real time shadowing effects are also provided.